

Disney • PIXAR

# THE INCREDIBLES



WWW.BOOM-KIDS.COM

**11** 2010  
\$2.99  
COVER A

**BOOM**  
KIDS!



WRITER

**LANDRY WALKER**

ART

**MARCIO TAKARA**

COLORS

**RACHELLE ROSENBERG**

LETTERER

**TROY PETERI**

ASSISTANT EDITOR

**JASON LONG**

EDITORS

**AARON SPARROW &  
CHRISTOPHER MEYER**

COVERS A & B

**MARCIO TAKARA**

**COLORS: COVER A / RACHELLE ROSENBERG**

**COLORS: COVER B / ANDREW DALHOUSE**

DESIGNER

**ERIKA TERRIQUEZ**

**SPECIAL THANKS: JESSE POST,  
LAUREN KRESSSEL, LISA KELLEY,  
STEVE BEHLING AND KELLY BONBRIGHT**

### PREVIOUSLY, IN THE INCREDIBLES...

VIOLET has secretly stolen a teleporter from DOC SUNBRIGHT in order to see XANDER, her long-distance boyfriend and son of ex-villainess ORGANA. They team up to fight crime...until their trail runs into a giant, reborn TRONASAURUS! Her secrets may soon be discovered by MR. INCREDIBLE and DASH, who are hot on the trail of the stolen tech. But Mr. Incredible has been putting Dash through crime-fighting training without the rest of the family's knowledge - and the secrets don't end there.

Meanwhile, MRS. INCREDIBLE has embarked on a secret mission to take down her ex-boyfriend XEREK. Forced to work with MIRAGE, she travels to France and grills BOMB VOYAGE for Xerek's location. The whole time, the rest of the family believes she's visiting her parents; how much longer can the Parr family keep so many secrets from one another?

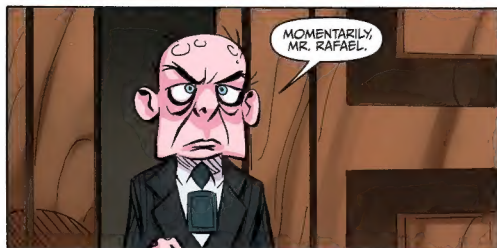


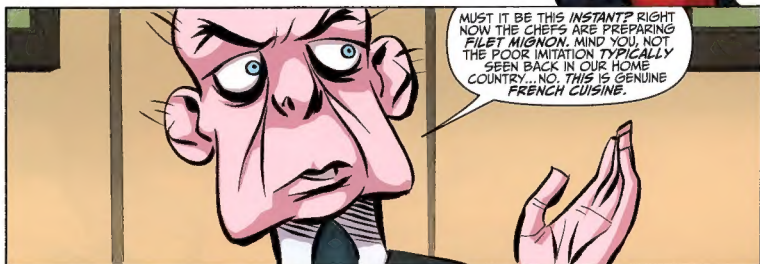
THE INCREDIBLES #11 - June 2010 published by BOOM! Kids!, a division of Boom Entertainment, Inc. All contents © 2010 Disney/Pixar. BOOM! Kids! and the BOOM! Kids! logo are trademarks of Boom Entertainment, Inc., registered in various countries and categories. All rights reserved. Office of publication: 6310 San Vicente Blvd Ste 404, Los Angeles, CA 90048. For information regarding the CPSIA on this printed material call: 203-595-3636 and provide reference # EAST - 66863 Printed in the USA

FRANCE.














MEANWHILE,  
BACK HOME...



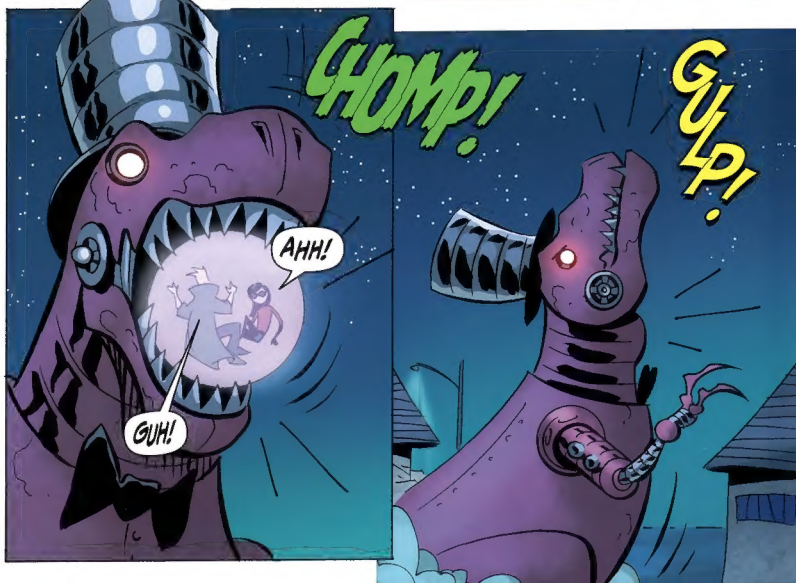
YOU PUNY  
CHILDREN... YOU  
BELIEVE YOU CAN  
STOP THE RISE OF  
TRONASAURUS  
2.0?!

MAYBE...  
MAYBE WE  
SHOULD CALL  
YOUR  
PARENTS.

ARE YOU  
*CRAZY?* MY  
PARENTS WILL KILL  
ME FOR SNEAKING  
OUT! AND I'D HAVE  
TO EXPLAIN HOW  
YOU'RE *HERE*... NO!  
WE'D NEVER GET  
TO SEE EACH  
OTHER AGAIN  
EVER!

**FSSSSSH!**









MEANWHILE,  
IN FRANCE...



MEANWHILE...

**STOMP!**

WHOA!

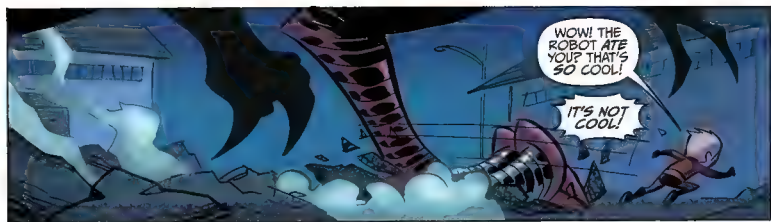
HUNH?

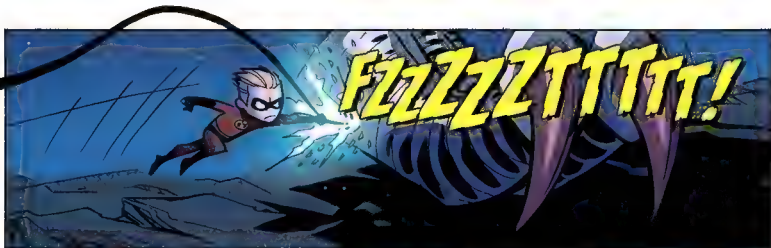
VIOLET!  
GET HERE NOW!  
TRONASAURUS IS  
REALLY BIG AND  
HE'S DESTROYING  
EVERYTHING AND  
HE'S TRYING TO  
STEP ON ME  
AND--

I KNOW! I  
KNOW!

WE'RE INSIDE  
TRONASAURUS!  
HE TRIED TO  
EAT US!







MEANWHILE,  
IN FRANCE...

IT'S A BIT  
DISAPPOINTING.  
THE ONCE PROUD  
AND INDEPENDENT  
**ELASTI-GIRL**... NOW  
LITTLE MORE THAN A  
**SIDE-KICK** TO HER  
WORLD FAMOUS  
HUSBAND.

IT'S NOT THE FUTURE  
I PICTURED FOR YOU. NOR  
CAN IT BE THE FUTURE YOU  
PREDICTED FOR YOURSELF.

XEREX.  
ENOUGH.

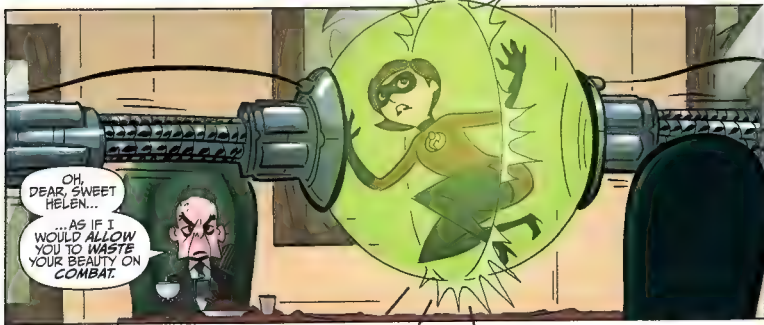
EVERYTHING YOU ONCE  
LOVED... EVERYTHING  
YOU HOPED TO  
ACHIEVE...  
SACRIFICED FOR  
FAMILY. FOR  
"LOVE."

AND YET YOU DROP  
EVERYTHING TO CHASE  
A GHOST FROM YOUR  
PAST. TO COME AND FIND  
ME. ALL THE WHILE LYING  
TO YOUR HUSBAND  
ABOUT YOUR TRUE  
ACTIONS.

ADMIT IT.  
IT EXCITES  
YOU.



**VIPPP!**





MEANWHILE...

XANDER?

**BEEP!  
BEEP!  
BEEP!**

JM...  
HIP?

OHMIGOSH,  
VIOLET! YOU  
STOLE THE  
TELEPORTER!  
DAD'S BEEN  
GOING CRAZY  
TRYING TO FIND  
THE CROOK  
AND IT WAS  
YOU!!

**BEEP!  
BEEP!**

I DIDN'T  
STEAL  
IT--

YOU'RE IN  
SOOOO MUCH  
TROUBLE--

I JUST  
BORROWED  
IT SO XANDER  
AND I COULD  
SEE EACH  
OTHER!

YOU DIDN'T  
TELL ME YOU  
STOLE IT.

I DIDN'T  
STEAL IT!

PLEASE,  
DASH! YOU  
CAN'T TELL.  
YOU JUST  
CAN'T.

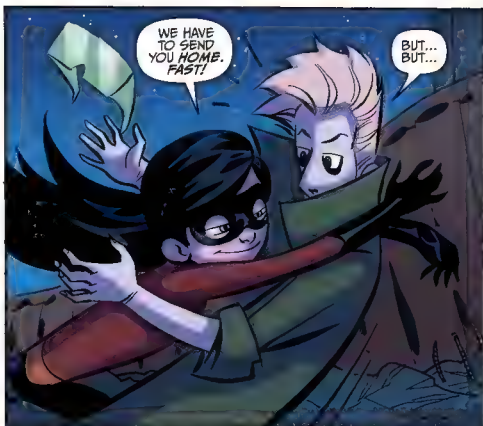
PLEASE.

FINE! FINE,  
WHATEVER! JUST GO  
BEFORE DAD GETS HERE,  
BECAUSE OTHERWISE...  
YOU KNOW HE'LL  
GO TOTALLY  
BERSERK!



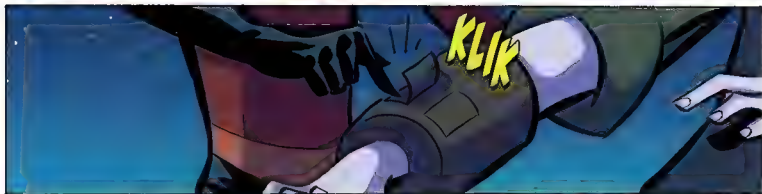
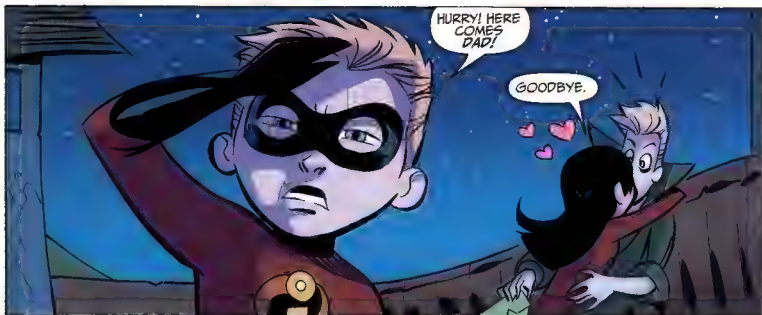
WE HAVE  
TO SEND  
YOU HOME.  
FAST!

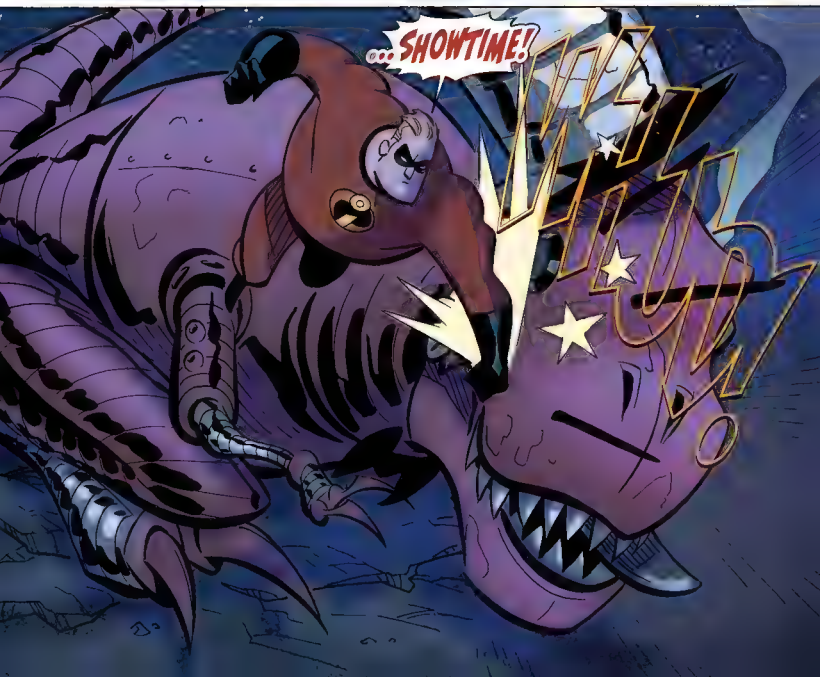
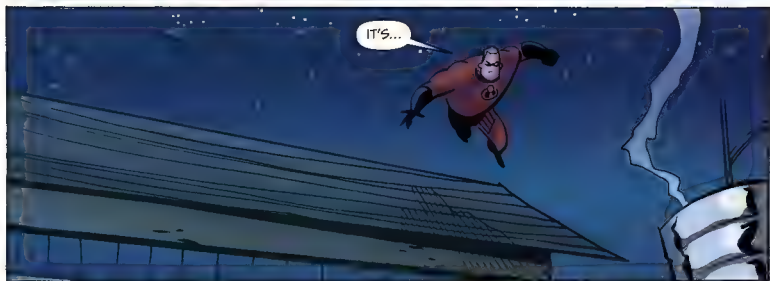
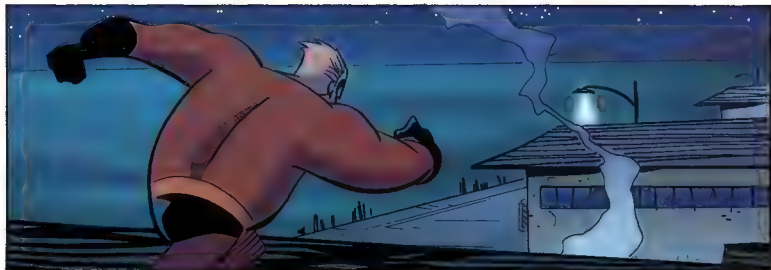
BUT...  
BUT...



HURRY! HERE  
COMES  
DAD!

GOODBYE.







MEANWHILE,  
IN FRANCE...

YOU SEEM  
SURPRISED. YOU  
MUST HAVE KNOWN  
I WOULD BE  
PREPARED FOR  
SUCH A RASH  
ACTION.

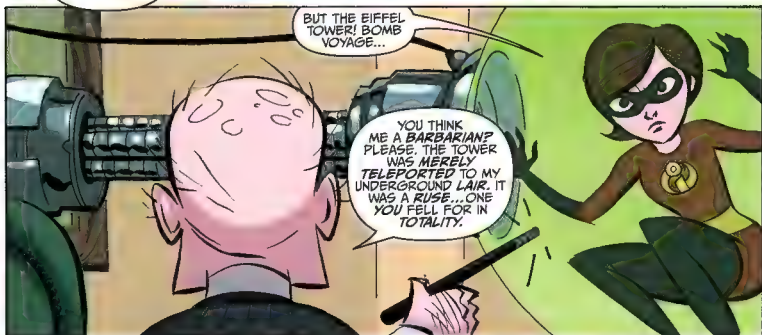
**SNAP!**

AND IN CASE  
YOU WERE  
HOPING FOR A  
TIMELY RESCUE  
AT THE HANDS OF  
YOUR BACKUP...



SORRY.

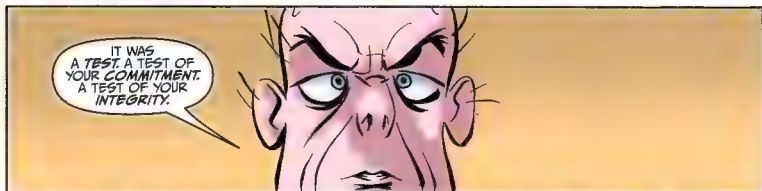
YOU  
WANTED TO  
KNOW WHAT I WAS  
PLANNING, DEAR  
HELEN? THIS. I LURED  
YOU HERE FOR A  
CONVERSATION.  
NOTHING  
MORE.



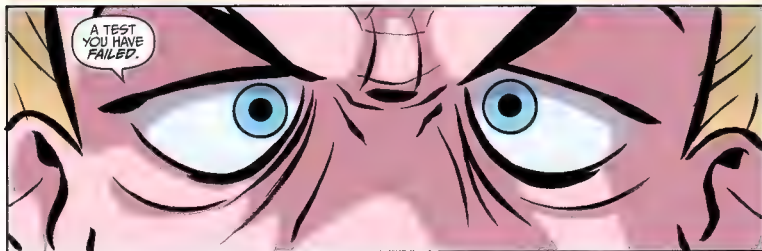
BUT THE EIFFEL  
TOWER! BOMB  
VOYAGE...

YOU THINK  
ME A BARBARIAN?  
PLEASE, THE TOWER  
WAS MERELY  
TELEPORTED TO MY  
UNDERGROUND LAIR. IT  
WAS A RUSE... ONE  
YOU FELL FOR IN  
TOTALITY.

IT WAS  
A TEST. A TEST OF  
YOUR COMMITMENT.  
A TEST OF YOUR  
INTEGRITY.



A TEST  
YOU HAVE  
FAILED.



MEANWHILE...

VIOLET!  
YOU MADE IT JUST  
IN TIME! DID YOU  
SEE THAT PUNCH?  
HE NEVER KNEW  
WHAT HIT HIM!

YEAH...  
THAT WAS,  
UH... PRETTY  
GREAT,  
DAD.

WELL, KIDS...  
I GUESS THIS JUST  
PROVES WHAT I'VE  
BEEN SAYING.  
EVIL CAN NEVER  
WIN, NOT IN THE  
FACE OF TRUE  
HEROISM.

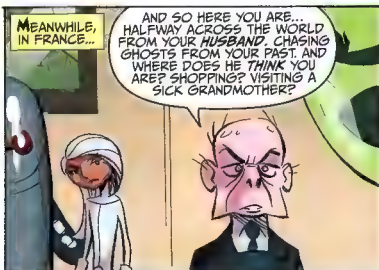
NOW, YOUR MOTHER DIDN'T WANT YOU KIDS  
TRAINING WHILE SHE WAS VISITING GRANDMA AND  
GRANDPA, BUT I THINK WHEN SHE HEARS ABOUT  
THIS, SHE'LL FEEL A LITTLE---

OH MAN!  
DAD. IF WE'RE  
ALL HERE, AND  
MOM IS STILL  
OUT OF  
TOWN...

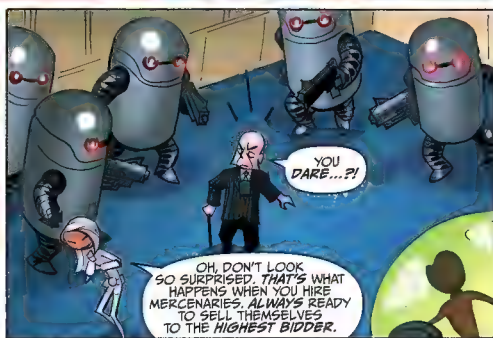
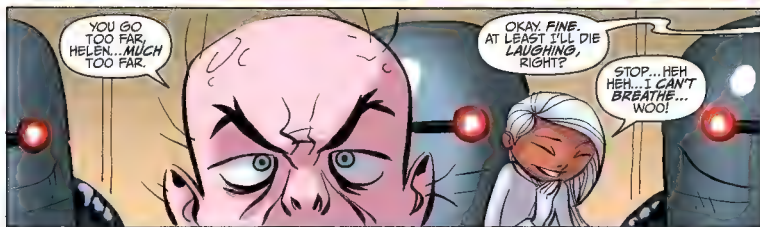
...WHO'S  
WATCHING  
JACK-JACK?

WE'D,  
UH... WE'D  
BETTER...  
GO.

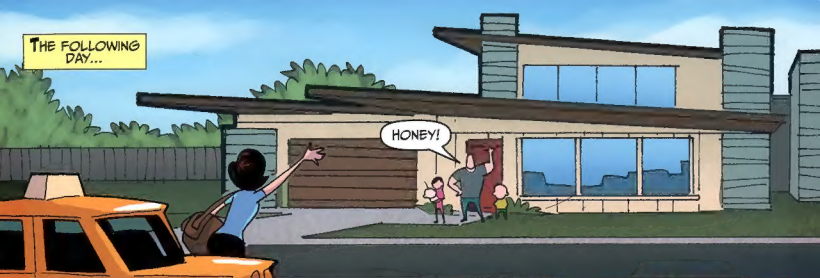
NO  
ONE EVER...  
EVER  
TELL  
YOUR MOTHER  
ABOUT THIS.







THE FOLLOWING DAY...



HONEY!



OH, SWEETIE, I'M SO HAPPY TO BE HOME!

DID YOU HAVE A GOOD TIME? HOW WERE YOUR PARENTS?



OH, YOU KNOW WHAT VISITING THEM IS LIKE. BORING BORING BORING. HOW WERE THINGS HERE?



ABOUT THE SAME. RIGHT, KIDS?

TOTALLY DULL. REALLY TOTALLY DULL.

GBZTZLWEE!

UH... YEAH... I GUESS. NOTHING GOING ON AROUND HERE.



HONEST.

MEANWHILE  
AT METROVILLE  
PRISON.







## LET'S GET DANGEROUS!

He is the terror that flaps in the night!  
He is the batteries that aren't included!  
He is DARKWING DUCK! And he's back... in comic form!

This June sees the return of the masked mallard in DARKWING DUCK: THE DUCK KNIGHT RETURNS #1! The daring duck of mystery hasn't been seen in the city for over a year, and a massive conglomerate, Quackwerks, has taken over all aspects of life in Darkwing's beloved St. Canard. However, this huge corporation isn't all flowers and sunshine, and the shadowy figure pulling its strings has ill intentions for Darkwing's stomping grounds...which can only be thwarted by Drake Mallard once again taking up the cape and cowl!

What's more, the fan response to our Darkwing Duck four-issue mini-series has been so overwhelming, and we're having so much darn fun, that we've

decided to keep going! Your eyes do not deceive you...although THE DUCK KNIGHT RETURNS ends in September with issue #4. October sees the release of... DARKWING DUCK #5! That's right, Disney fans, the champion of right, the purple powerhouse, is now officially starring in an ongoing series, and we're pulling out all the stops!

Ian Brill and James Silvani will be chronicling the masked mallard's monthly misadventures, and we'll be kicking things off with the return of Darkwing's greatest nemesis...but this time, he just might be bringing along a little help from elsewhere in Disney's duckverse!

As if that weren't enough, the DuckTales stories that begin in UNCLE SCROOGE #392 will continue through issue #399...with some very secret, VERY special plans

for Scrooge's milestone 400th issue...but that's an editorial for another day.

The best is yet to come!

- Aaron Sparrow, Editor

Contact us at:  
boomkids@boom-studios.com  
or via snail mail at:  
BOOM Kids!  
6310 San Vicente Ave, Ste. 404  
Los Angeles, CA 90048

|  |  |
|--|--|
| <b>ROSS RICHIE</b><br>chief executive officer        | <b>MATT GAGNON</b><br>managing editor      |
| <b>MARK WAID</b><br>editor-in-chief                  | <b>JENNY CHRISTOPHER</b><br>sales director |
| <b>ADAM FORTIER</b><br>vice president,<br>publishing | <b>CHIP MOSHER</b><br>marketing director   |

**BIG. BOLD. BOOM!**  
www.BOOM-KIDS.com

## WRITER OF THE MONTH: PATRICK STORCK

*So you've worked on two MUPPET titles so far; MUPPET KING ARTHUR with Paul Benjamin, and MUPPET SNOW-WHITE with Jesse Blaze Snider. Now you're taking the lead on the upcoming MUPPET SHERLOCK HOLMES. Does it feel like you're now working without a net?*

There's still the nets of editorial, as well as the rest of the Muppet team, and Amy has been fantastic in sharing ideas and collaborating, so I think we can leave the net-less stunts to Gonzo.

*Who's your favorite Muppet to write?*

It's a three way tie. Fozzie is the old shtick - Vaudeville, puns, jokes in their purest and most basic form. Gonzo is the odd, surreal, and dangerous one. Some of my favorite jokes don't make sense, and the Great Whatever is a perfect outlet. Finally, Pepe is to me the character that gets out the funniest lines he doesn't know are funny. He often seems to be the voice of the reader with his questions and exposition, but in such a fun and meta way. Like Hurley on LOST.

*The Muppets haven't had a regular television show in many years.*

*What do you think keeps them so popular?*

The humor is timeless, not relying on just current trends or references like so much comedy always has. With slapstick, wordplay, imagination, and general mayhem it's completely entertaining for kids, but the wit and depth of the ideas and characters keeps bringing people back as they grow up. And they get to share it with their kids!

*What can we expect to see in MUPPET SHERLOCK HOLMES?*

Spectacle, fantasy, crooks and cops and villainy! Mystery and catastrophe! And of course derring-do and comedy. Each issue will be a stand-alone take on one of the original short Holmes stories, though we will be threading them together a bit more than Doyle originally did. That hack. Sorry, what I meant to say was... I'm fired? What?

*Any other Disney/Pixar or Muppet project you're dying to write?*



Tons! It's a pipe dream (or Inter-Tubes I suppose) but Muppet TRON would be total nerd joy for me. I've got a bunch of ideas for PIXAR stuff, INCREDIBLES, FINDING NEMO, BUGS LIFE... I love everything they do! If they wanted to do twelve issues of GERI'S GAME I would jump on it!

-Patrick Storck